

Level 3 – Advanced Listening Log

Advanced audiobook listeners will benefit from Level 3 activities, which guide students to deepen their listening comprehension and critical analysis. As in Level 2, these activities are designed to be used all together or broken out and used individually to focus on specific objectives. Additionally, instructors may find that some students benefit from incorporating one or two of these more advanced activities alongside Level 2 exercises.

The following activities are included in Level 3:

- 1.) Listening and Literacy – Students consider how the audiobook helps them build literacy skills and analyze how audio contributes to specific literacy skills, such as fluency, pronunciation, and tone. *(Page 2)*
- 2.) Text-to-Self or Text-to-World – Students reflect on their reactions to the audiobook and give examples of connections between the text and their own life or world experience. *(Page 3)*
- 3.) Text-to-Text/Movie/Game – Students think about how the text is similar to other books, movies, or games, encouraging cross-text and cross-media connections. *(Page 4)*
- 4.) Summary Skeleton – Students learn to give a short overview of the audiobook, focusing on the major facts. *(Page 5)*
- 5.) Critical Audiobook Analysis – After completing the audiobook and taking note of the details in the earlier exercises, students are ready to write their own review of the audiobook, focusing on the qualities that make the audiobook enjoyable or not. *(Page 6)*

Text-to-Self or Text-to-World: Thinking about your reactions to the audiobook, use the examples below to cite examples of text-to-self or world connections to prior knowledge.

“This text reminds me of the _____ in my life or in the world because _____.”

“This part of the text reminds me of _____ when _____ happened to me or in the world.”

“The setting of this text _____ reminds me of _____ time or place I’ve been or know about.”

“The character _____ in this text is a lot like _____ , a person I know or have heard about.”

Text-to-Text/Movie/Game: Thinking about your reactions to the book, cite examples of text-to-text, text-to-movie or Text-to-game connections to prior knowledge.

“This text reminds me of the text/movie/game _____ because in both _____.”

“This part of the text reminds me of _____ (a text/movie/game) when _____ happened.”

“The setting of this text _____ reminds me of the setting in the text/movie/game _____.”

“The character _____ in this text is a lot like the character in the text/movie/game _____.”

Summary Skeleton: Write a quick overview of what has happened in your audiobook so far, using short major facts (not small details) to give a sequence of events.

Who: List the most important characters.

Wanted: What is the most important need or want that creates the plot's action?

But: What are the most important problems?

So: What are the most important solutions?

Then: What is the most important thing that happened next?
